



10

SCOOBY

APOCALYPSE



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10

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PAQUETTE
NF 16
P. 1

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GIFFEN
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SCOOBY APOCALYPSE

DCCO39150

BRING THE
PRISONER FORWARD,
MAGILLA!

YES, MY
QUEEN!

TAKE
YOUR STINKING
PAWS OFF ME,
YOU DAMN
DIRTY--

--WHATEVER
YOU ARE!







MONSTERWORLD? REALLY?

YOU DON'T LIKE IT?

A LITTLE OBVIOUS.

MONSTROPOLIS?

NUH-UH.



MONSTROVIA?

THAT'S GOT A NICE RING.

THANK YOU!

TOO BAD IT'LL NEVER LAST.



DO YOU HONESTLY THINK YOU AND YOUR PATHETIC BAND OF SURVIVORS CAN STOP ME?

I DO!

THEN YOU'RE EITHER NAIVE--OR INSANE!

YOU'RE THE ONE WHO WENT CRAZY, VELMA! THE ONE WHO UNLEASHED ALL THIS MADNESS ACROSS THE PLANET WITH YOUR NANITE PLAGUE--



--AND THEN TURNED AGAINST HUMANITY-- TAKING CONTROL OF THE VERY CREATURES YOU CREATED!

YOU WERE MY FRIEND ONCE. A GOOD PERSON. WHAT HAPPENED TO YOU?

I REALIZED THAT, IN THE END, THE PLAGUE WAS A GODSEND. HUMANKIND WAS FATALLY FLAWED. UNWORTHY OF THIS WORLD.



BUT, IF I COULD BRING THIS EMERGING SPECIES...**MONSTRUM OPTIMUS**...UNDER MY COMMAND-- WE COULD TRANSFORM THIS DYING PLANET INTO A PARADISE!

AND SO WE HAVE!

PARADISE? YOU LUNATIC--



--YOU'VE MADE IT INTO A HELL!

MAGILLA-- RETURN MISS BLAKE TO **THE INQUISITORS**! I WANT TO KNOW WHERE THE LAST OUTPOST IS--

--AND, ONCE THEY'VE EXTRACTED THAT INFORMATION--



--YOU CAN
PEEL THE SKIN
FROM HER BODY--AND
FEAST ON HER
ORGANS!

ACTUALLY,
MY QUEEN--I'M A
VEGETARIAN.

WELL, I'M
SURE *SOMEONE*
WILL WANT TO
FEAST ON HER
ORGANS.

I'LL
NEVER
BETRAY MY
PEOPLE,
VELMA!

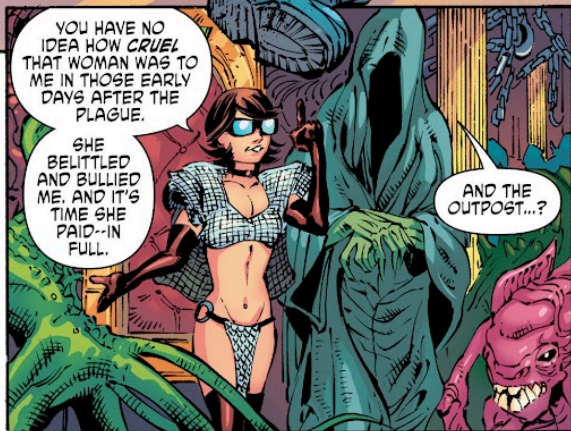


NEVER!

BUT, M'LADY--
WE *ALREADY*
KNOW THE LOCATION
OF THE LAST
OUTPOST.

OF COURSE WE
DO, POTAMUS.

BUT WHY
DENY ME THE
JOYS OF A LITTLE
TORTURE?



YOU HAVE NO
IDEA HOW *CRUEL*
THAT WOMAN WAS TO
ME IN THOSE EARLY
DAYS AFTER THE
PLAGUE.

SHE
BELITTLED
AND BULLIED
ME, AND IT'S
TIME SHE
PAID--IN
FULL.

AND THE
OUTPOST...?



THOSE IDIOTS THINK THEY'RE
SAFE. THAT THEY'VE HIDDEN
THEMSELVES AWAY--BEYOND
THE WARRIOR QUEEN'S
REACH.

WE'LL SOON
DISABUSE
THEM OF THAT
NOTION!

WHY
DO YOU
HATE THEM
SO?

YOU DON'T
REMEMBER THE
WAY IT WAS BEFORE,
POTAMUS. THEY WERE
ALL LIKE DAPHNE--

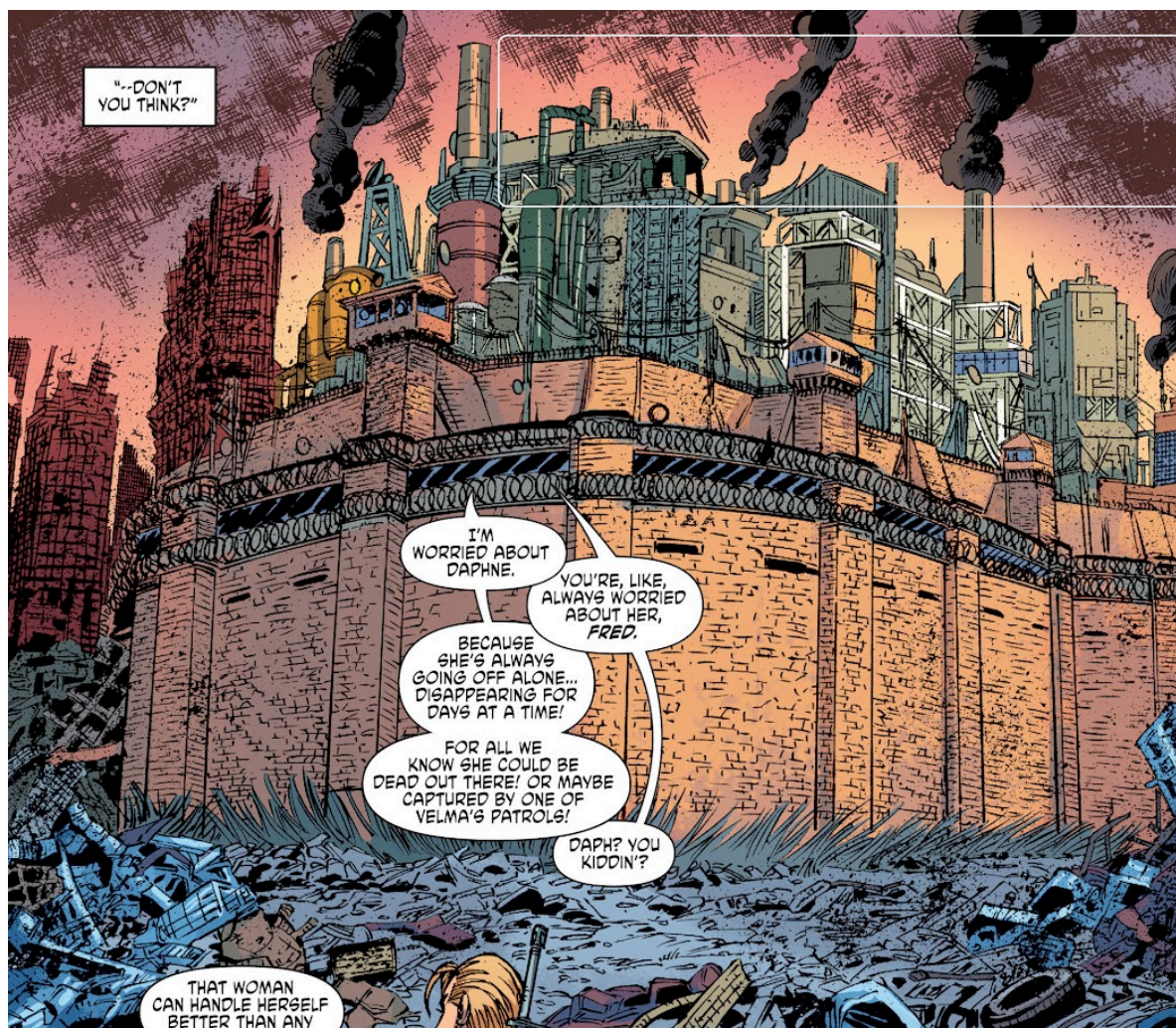


--CRUEL AND
ABUSIVE. PETTY
AND ANGRY.

HUMANKIND
WAGED ENDLESS
WAR. POISONED THE
WATER AND AIR. THE
LESS FORTUNATE WERE
TRAMPLED ON BY
THOSE WITH WEALTH
AND POWER.

IT WAS AN
UGLY, BRUTAL WORLD--
RULED BY MONSTERS
WHO MASQUERADED
AS MEN.

OUR
WORLD IS A
LITTLE MORE
HONEST--



"--DON'T
YOU THINK?"

I'M
WORRIED ABOUT
DAPHNE.

YOU'RE, LIKE,
ALWAYS WORRIED
ABOUT HER,
FRED.

BECAUSE
SHE'S ALWAYS
GOING OFF ALONE...
DISAPPEARING FOR
DAYS AT A TIME!

FOR ALL WE
KNOW SHE COULD BE
DEAD OUT THERE! OR MAYBE
CAPTURED BY ONE OF
VELMA'S PATROLS!

DAPH? YOU
KIDDIN'?

THAT WOMAN
CAN HANDLE HERSELF
BETTER THAN ANY
OF US.

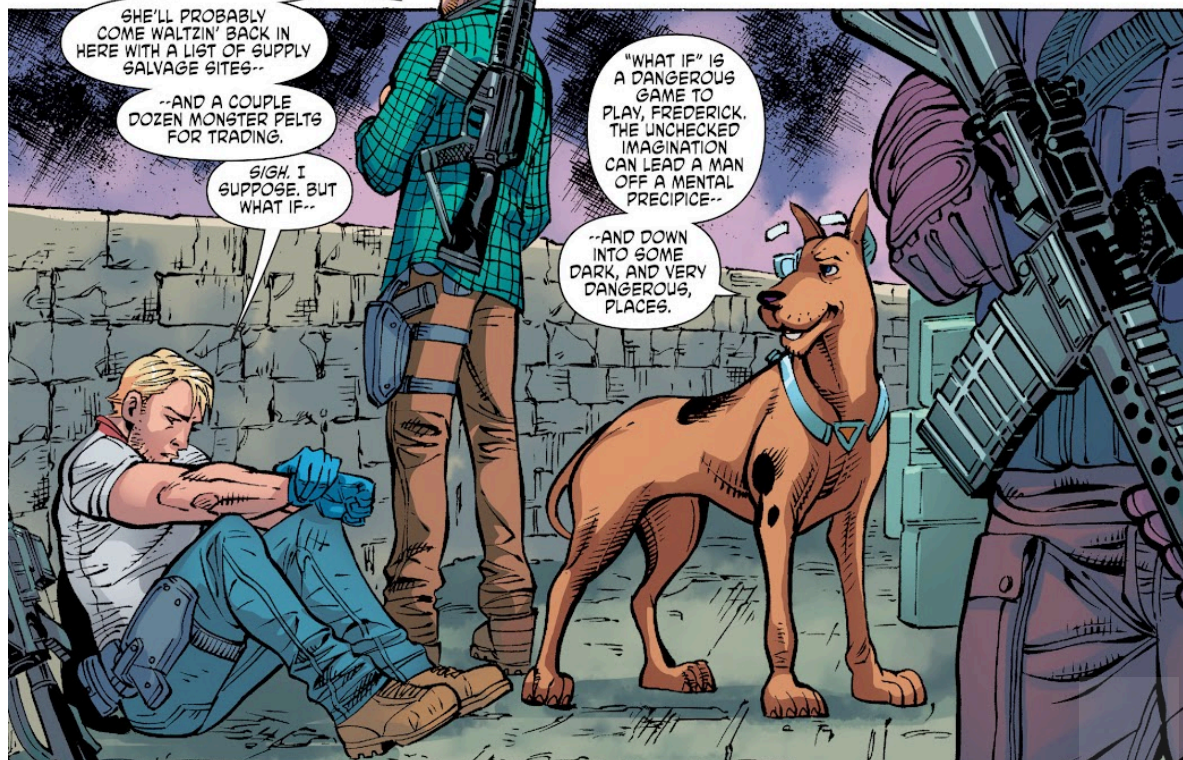
SHE'LL PROBABLY
COME WALTZIN' BACK IN
HERE WITH A LIST OF SUPPLY
SALVAGE SITES--

--AND A COUPLE
DOZEN MONSTER PELTS
FOR TRADING.

SIGH. I
SUPPOSE. BUT
WHAT IF--

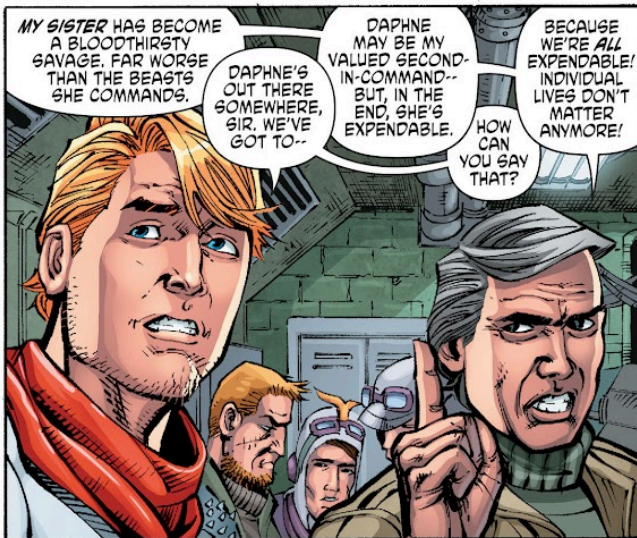
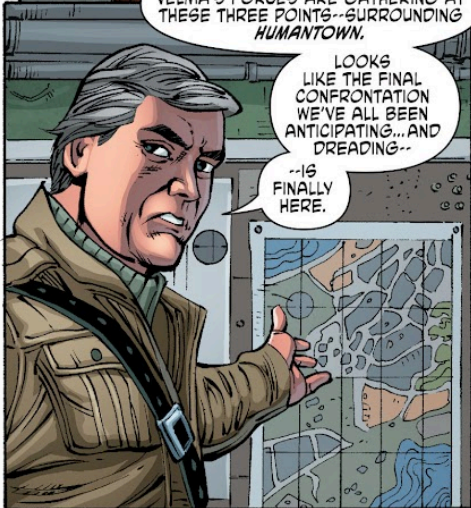
"WHAT IF" IS
A DANGEROUS
GAME TO
PLAY, FREDERICK.
THE UNCHECKED
IMAGINATION
CAN LEAD A MAN
OFF A MENTAL
PRECIPICE--

--AND DOWN
INTO SOME
DARK, AND VERY
DANGEROUS,
PLACES.











"--IF WE DON'T STOP THE HELL STORM THAT'S COMING!"

THE GATES WILL BE CLOSING SOON--AND MS. BLAKE HAS YET TO RETURN FROM HER PEREGRINATIONS.

I'M GROWING CONCERNED.

YOU 'N' ME BOTH, SCOOB.

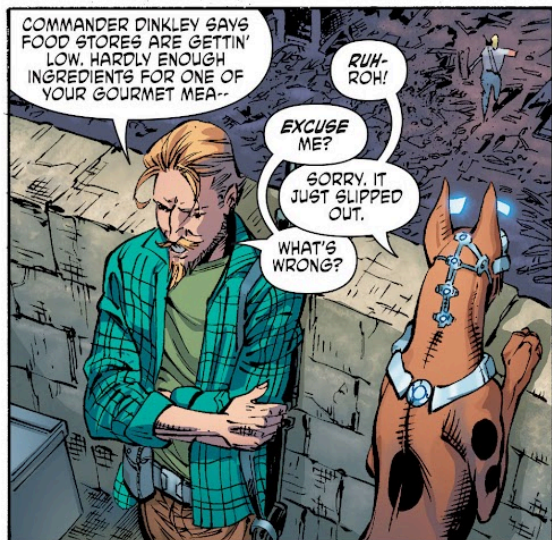


AN' IF WE'RE THIS WORRIED--CAN YOU IMAGINE HOW THE FREDSTER'S FEELING?

SPEAKIN' OF WHICH: WHERE *IS* FRED? I HAVEN'T SEEN HIM SINCE DINNER.

HMPH! IF YOU COULD CALL IT THAT. PRESSED MEAT IN A CAN?

I OFFERED TO COOK...I AM, AS YOU KNOW, QUITE A VIRTUOSO IN THE KITCHEN... BUT WOULD THEY ALLOW IT? NO!



COMMANDER DINKLEY SAYS FOOD STORES ARE GETTIN' LOW. HARDLY ENOUGH INGREDIENTS FOR ONE OF YOUR GOURMET MEA--

RUH-ROH!

EXCUSE ME?

SORRY, IT JUST SLIPPED OUT.

WHAT'S WRONG?

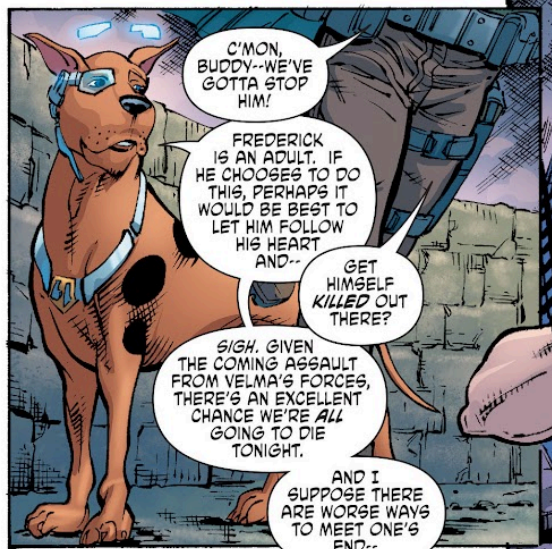


LOOK DOWN THERE!

ZOINKS! I SHOULD'VE KNOWN!

IT APPEARS FREDERICK IS DETERMINED TO LOCATE MS. BLAKE--EVEN IF IT MEANS ABANDONING HIS POST!

BUT THEY'RE GONNA BE LOCKING DOWN THE FORT ANY MINUTE NOW!



C'MON, BUDDY--WE'VE GOTTA STOP HIM!

FREDERICK IS AN ADULT. IF HE CHOOSES TO DO THIS, PERHAPS IT WOULD BE BEST TO LET HIM FOLLOW HIS HEART AND--

GET HIMSELF KILLED OUT THERE?

SIGH. GIVEN THE COMING ASSAULT FROM VELMA'S FORCES, THERE'S AN EXCELLENT CHANCE WE'RE ALL GOING TO DIE TONIGHT.

AND I SUPPOSE THERE ARE WORSE WAYS TO MEET ONE'S END--



"--THAN HELPING A FRIEND."

HANG ON, DAPH--

--FREDDY'S COMING!





ONLY ONE OF US IS GETTING OUT OF HERE ALIVE, YOU FREAK--

SMOK

SHRIIP

--AND IT WON'T BE ME!

NO, WAIT--

--THAT CAME OUT WRONG!

OR MAYBE NOT.

MONSTER SLASHED ME PRETTY DEEP, AND I DON'T THINK I'VE GOT THE STRENGTH TO TAKE DOWN TWO OF THOSE THINGS.

SORRY, MY LOVE--LOOKS LIKE I LET YOU DOWN AFTER--

MELODRAMATIC AS ALWAYS, FREDERICK!

SCOOBY?!



AND SHAGGY!

BLAM



NO MATTER HOW MANY OF THESE BEASTIES I TAKE OUT--I CAN'T HELP REMEMBERIN' THAT THEY WERE ONCE PEOPLE LIKE YOU 'N' ME.

GRRRRRRRR RRRR!PPP

AN' IT MAKES ME SICK T' MY STOMACH.

I THINK THE SIGHT OF MY INTESTINES STROWN ACROSS THE LANDSCAPE MIGHT'VE MADE YOU EVEN SICKER.



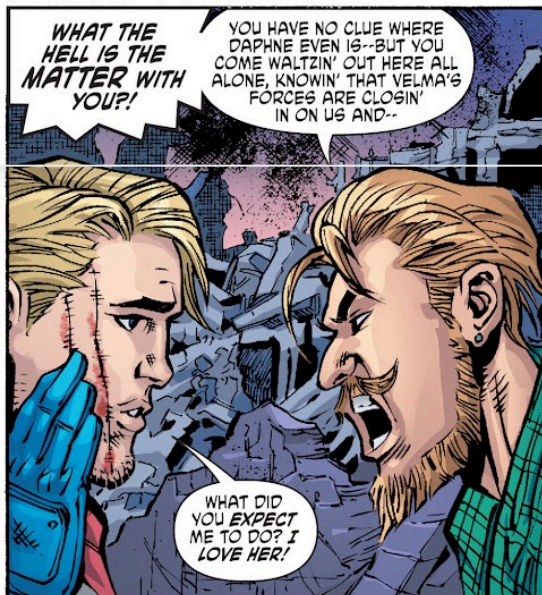
YOU
OKAY?

FACE
HURTS LIKE HELL--
BUT OTHERWISE
INTACT.

BLECH
I THINK I
PREFER PRESSED
MEAT.

SO
TELL ME
SOMETHIN';
DUDE--

YEAH?



WHAT THE
HELL IS THE
MATTER WITH
YOU?!

YOU HAVE NO CLUE WHERE
DAPHNE EVEN IS--BUT YOU
COME WALTZIN' OUT HERE ALL
ALONE, KNOWIN' THAT VELMA'S
FORCES ARE CLOSIN'
IN ON US AND--

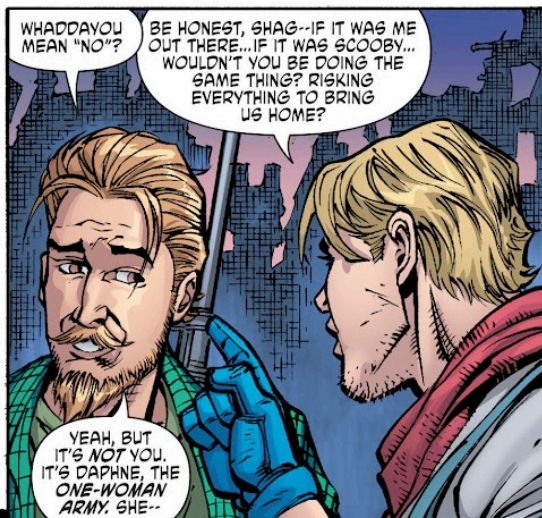
WHAT DID
YOU EXPECT
ME TO DO? I
LOVE HER!



BUT SHE
DOESN'T LOVE
YOU! WHY CAN'T
YOU GET THAT
THROUGH
YOUR THICK
HEAD?!

SIGH. DAPHNE'S
TOUGH, DUDE. SHE'LL
FIND HER WAY BACK. NOW
WE'D BETTER GET BACK
BEFORE THEY CLOSE
THE GA--

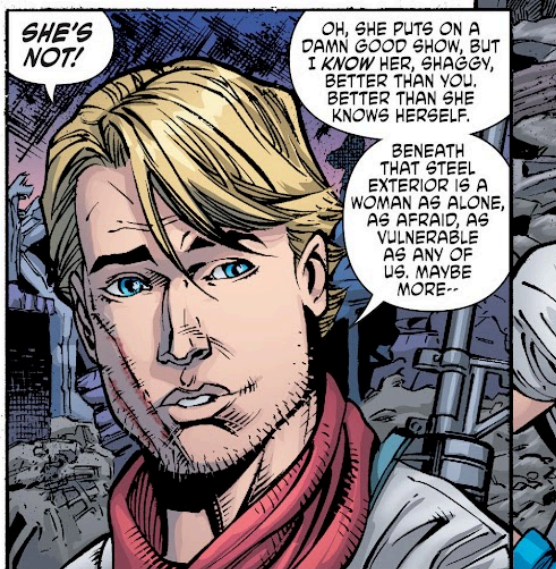
NO!



WHADDAYOU
MEAN "NO"?

BE HONEST, SHAG--IF IT WAS ME
OUT THERE...IF IT WAS SCOOBY...
WOULDN'T YOU BE DOING THE
SAME THING? RISKING
EVERYTHING TO BRING
US HOME?

YEAH, BUT
IT'S NOT YOU.
IT'S DAPHNE, THE
ONE-WOMAN
ARMY. SHE--



SHE'S
NOT!

OH, SHE PUTS ON A
DAMN GOOD SHOW, BUT
I KNOW HER, SHAGGY,
BETTER THAN YOU.
BETTER THAN SHE
KNOWS HERSELF.

BENEATH
THAT STEEL
EXTERIOR IS A
WOMAN AS ALONE,
AS AFRAID, AS
VULNERABLE
AS ANY OF
US. MAYBE
MORE--



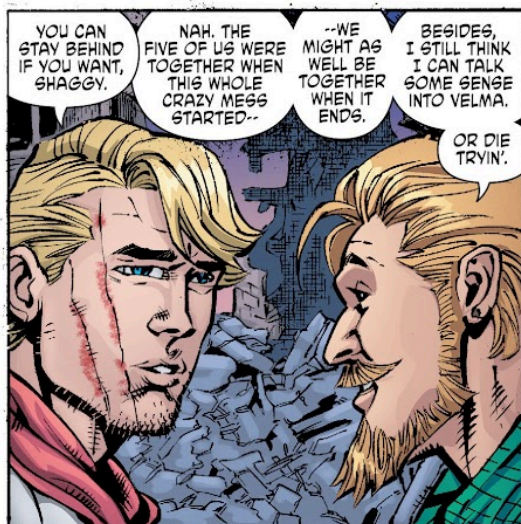
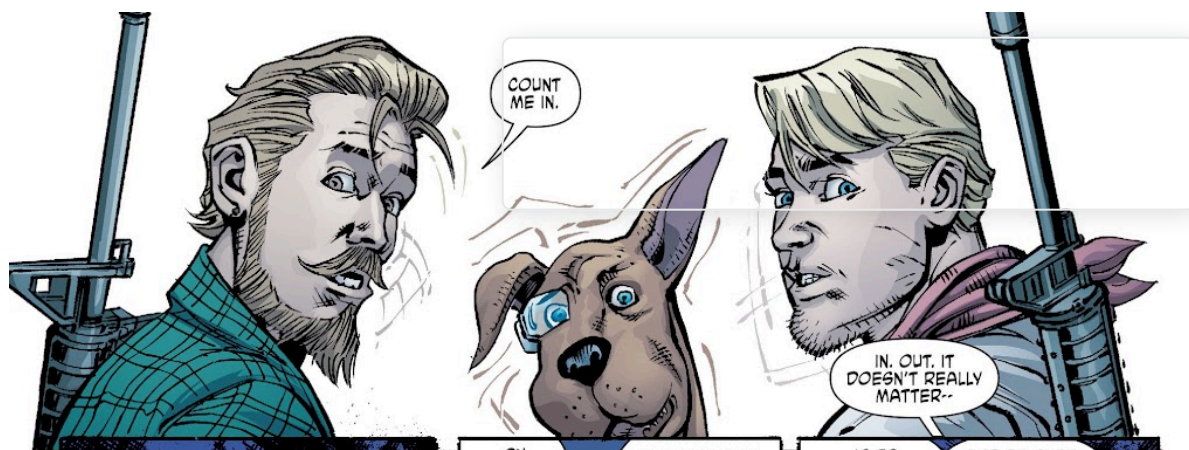
BECAUSE WE DON'T
BEAR THE BURDEN OF
LEADERSHIP THAT
SHE DOES.

WE DON'T
HAVE TO PRETEND WE'RE
POWERFUL AND FLAWLESS
AND INCAPABLE OF
FEELING FEAR.

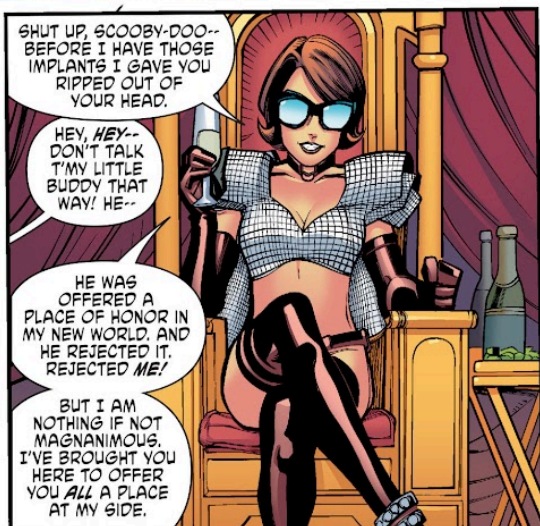
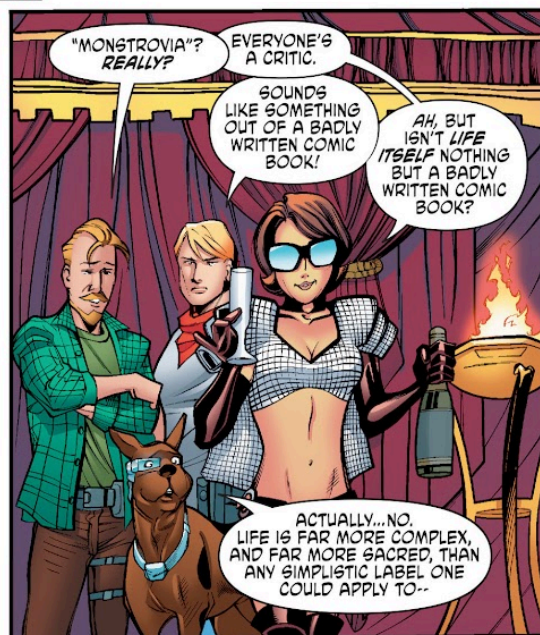
SO
YOU'RE
WITH
ME?

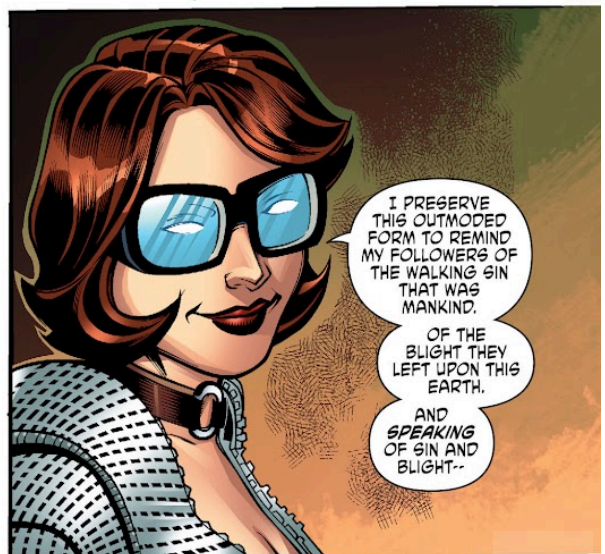
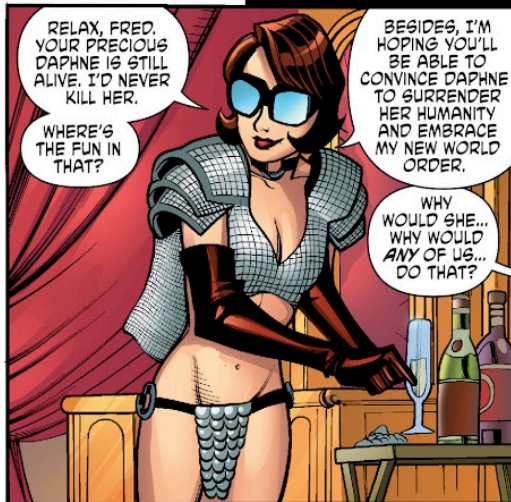
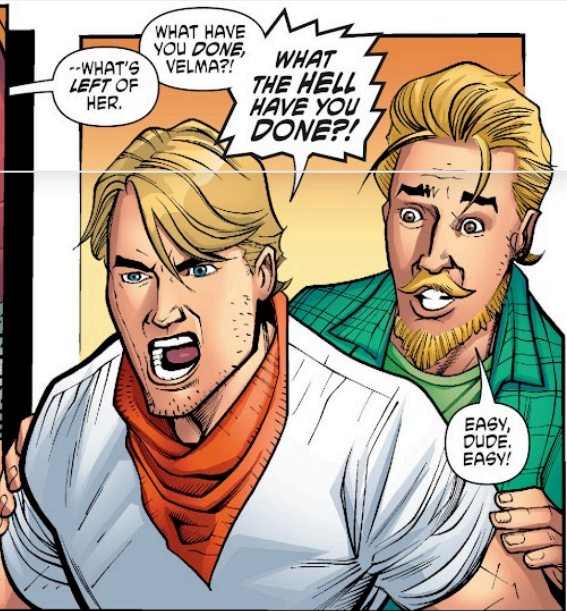
I AM
INDEED.

AND YOU,
SHAG?











--WE'VE
ARRIVED.

OH MY
DEAR GOD--
NO!

Nooooo!!

DAPHNE...?

YOU...
YOU SAID
SHE WAS
ALIVE!





HUH...?!



W-WAS THAT A NIGHTMARE--OR A HALLUCINATION?

ASTONISHING WHAT A FEVER OF 103 CAN DO TO THE BRAIN.



BUT IT FELT SO REAL... MORE REAL... THAN REALITY ITSELF.

OF COURSE IT FELT REAL, VELMA. BECAUSE YOU ARE THE QUEEN OF MONSTERS. AND YOU'RE GOING TO HAVE TO LIVE WITH THAT--



--FOR THE REST OF YOUR WRETCHED LIFE.

WELL, THE GOOD NEWS IS THAT THE FEVER APPEARS TO HAVE BROKEN.



JUST LIKE ME TO BE AN INCUBATOR FOR EVERY VAGRANT GERM THAT WAFTS BY. WHEN WE WERE CHILDREN, MY BROTHERS RARELY GOT SICK, BUT I ALWAYS--



SIGH THIS ISN'T THE TIME FOR SELF-PITY. THIS IS THE TIME FOR ACTION. THIS IS THE TIME FOR--

E-EASY DOES IT, VELMA. NICE AND SLOW.

YOU'RE NOT GOING TO ACCOMPLISH ANYTHING IF YOU FALL FLAT ON YOUR FACE.



STORM WARNING



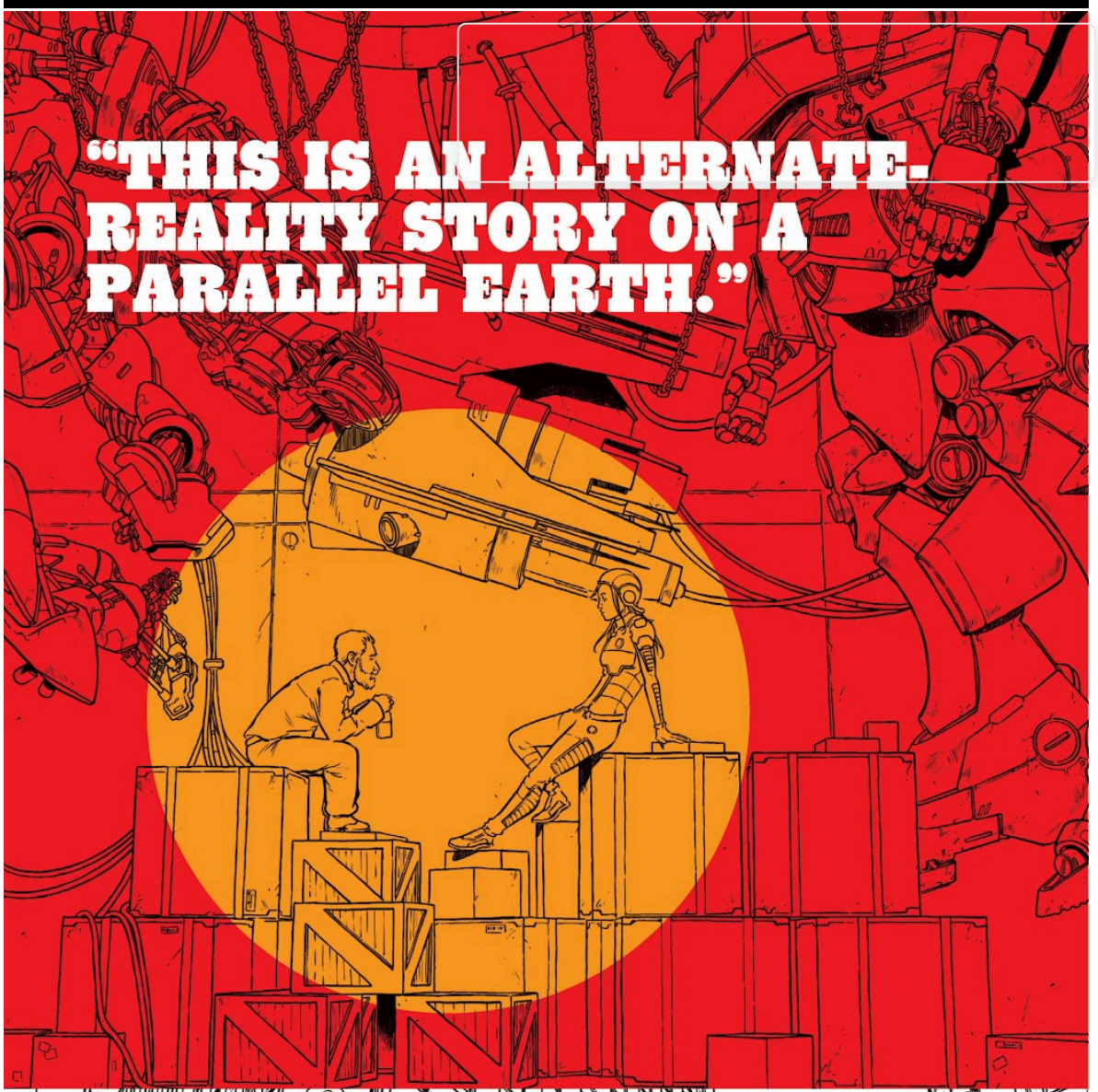
Q. What made you come back to **WildStorm**?

A. I was abducted. Please help. I'm sending this message out through an advertisement in the hope that Jim Lee won't see it and therefore won't give me the hose again.

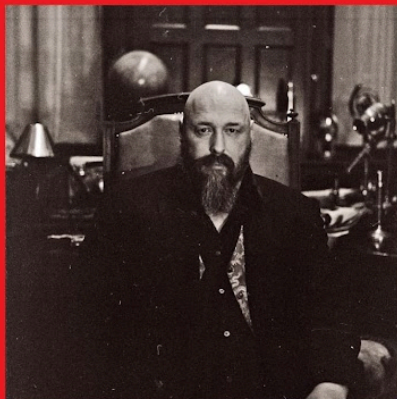
I'm in a bunker under a building in Burbank. **Please help me.**

Warren Ellis

**"THIS IS AN ALTERNATE-
REALITY STORY ON A
PARALLEL EARTH."**



WARREN ELLIS



THE WILD STORM WORKBOOK

Photograph by Ellen J Rogers.

BEGINNINGS

Let me start with Jim Lee's original note:

We would love to have you come on board and do what you do best with the entire WildStorm line as a separate independent launch from the DC Universe. If you wrote one title and curated the others...well, that would be just ideal. Having a visionary like yourself at the creative helm would be amazing.

It could be a staggered launch over several months so each book could get the proper support and breathing room to find its widest audience, but in the end, the idea would be to work with you to figure out what's best for the line.

This note has been my throughline for everything that follows. Also, the use of the word "visionary" indicates that DC is in trouble.

I am generating four titles (and a surprise or two) on a staggered launch. The launch is perhaps a little more staggered than the above might indicate, but I am very wary of front-loading an entire line in a matter of a few months. This is, as you also see from Jim's note, an independent launch, separate from the DCU. There will be hooks into the DCU here and there, but this is an alternate-reality story on a parallel Earth.

What I've landed on is this. Four books over two years. And, on the first month of year three, one book will become another.

I have a scheme.

CORE CONCEPTS OF THE ORIGINAL LINE

I started by making a list of what I considered to be the central ideas behind the original WildStorm books. Aliens on Earth. Black ops and intel. Scientific experiments on people. Hybridization. Secret power structures. Funnily enough, I was doing this at the same time the X-FILES reboot was approaching broadcast. I tend to look at this list as pretty much everything Jim and his friends thought was cool in 1991. It's kind of hard to disagree with. I did a

ton of research and reading to see what the current state of these things were in the parapolitics literature. And, you know... still pretty cool. There's loads to work with here.

So what I can do here is assemble all the stuff that Jim and his friends loved enough to make a line of comics about, update it, and build it out from the start into a new linear shape. You'll recognize all the pieces in what follows. It seems to me that finding the pure tone of the original work is as worth a shot as anything.

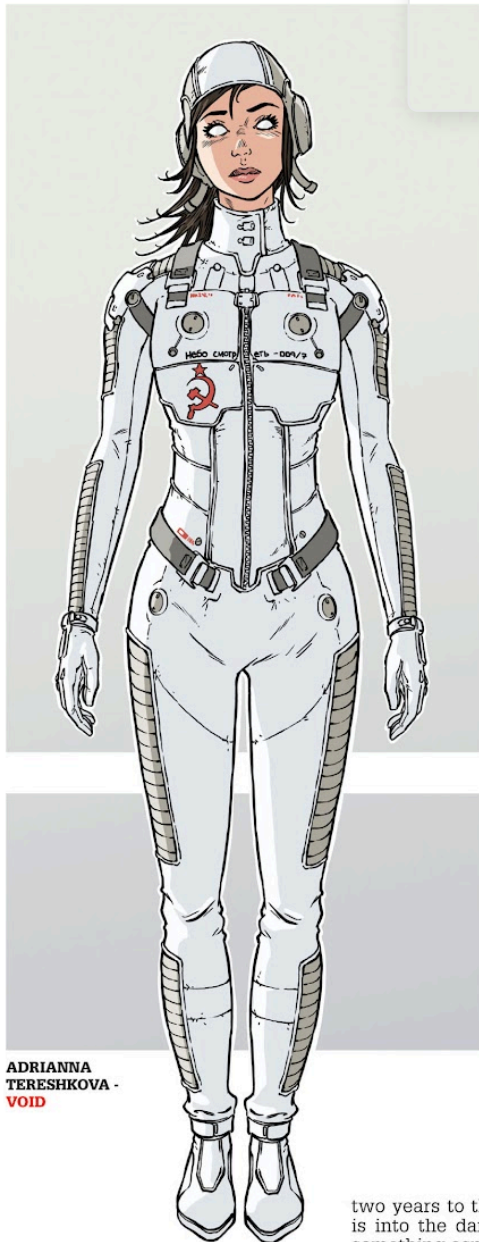
THE INTENT OF A REVIVAL

Or, put another way—what is the point of a revival? What does bringing WildStorm back actually give to the world? What does it have to say about the world in 2017?

We're more paranoid about secret power structures in the world than ever before. And we're even hungrier for big mad stories and fantasies, because our suspension of disbelief is complex—we want the epic stories, but we want them to give us a new view of the world we're in, too.

I keep coming back to two metaphors for all this. In one sense, it's like building out a cinematic universe. In another, I find myself making references to *Game Of Thrones*. Both of these things seem to apply—in the first instance, clear and linear worldbuilding that spins out new projects. In the other, a rich and complex story that creates a broad fabric of a story universe.





**ADRIANNA
TERESHKOVA -
VOID**

This, in particular, is the goal of the first and main book of the first two years, which I'm calling **THE WILD STORM**.

THE WILD STORM is, essentially, about one act of selflessness destabilizing and revealing a shadow world of hidden government and secret power. The entire story reels out from that one act. It's a covert history of terrible things. There's a line from an old song that I like. "The past is steeped in shame, but tomorrow's fair game." The line through the first

two years to the top of year three is into the dark and out again to something aspirational.

And it does get dark. This is a story of the human response to secret power structures and ancient conspiracies. The proper WildStorm stuff. And it has layers. Over the two years, we start with what looks like a covert intelligence org armed with breakthrough science and carte blanche at war with a worldchanging corporation. Then we reveal more. Drill down. Literally, in one case. We start with a world we know and strip it down to reveal its true nature.

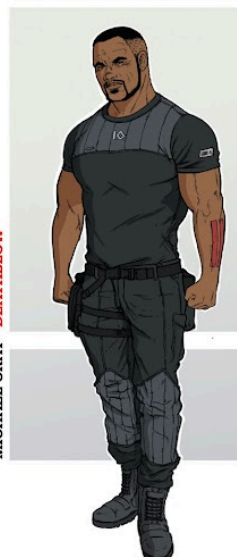
In gathering all the central Wild-



ANGELA SPICA - ENGINEER



COLE CASH - GRIFTER



MICHAEL CRAY - DEATHBLOW



LUCY BLAZE - ZEALOT

Storm concepts into one place, as it were, we're introducing a structured world as rich as that of *Game Of Thrones*. Instead of great houses, we have covert organisations, secret societies, secret space programmes, ancient cults. Instead of house sigils, we have mission patches, corporate logos and mystery symbols.

What we bring to market is a new world that we always kind of suspected was there, and then show it to be even weirder and nastier than we hoped. Even as we peel more layers off it, there is a shape to it, teams to root for, mavericks to fear for, villains to hate or enjoy. New territories, new maps.

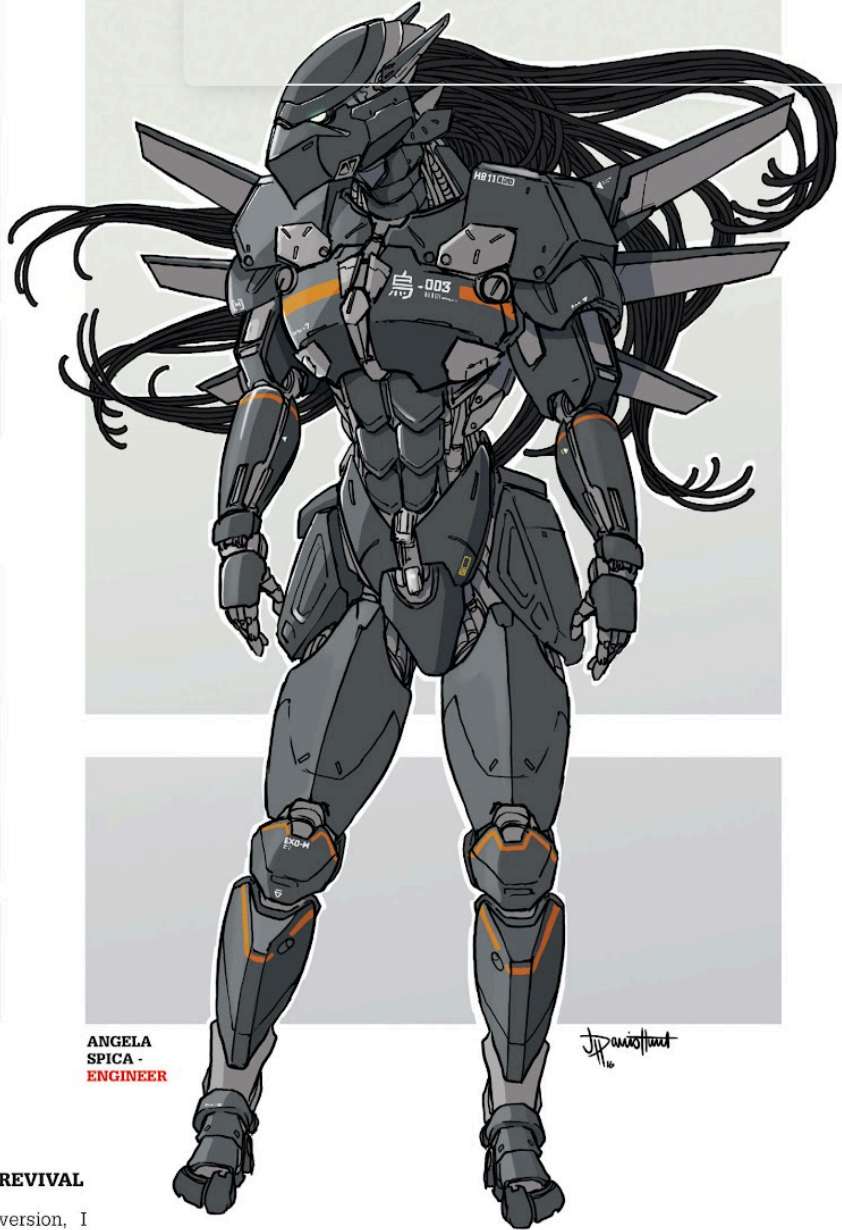
MILES CRAVEN - MILES CRAVEN



PRISCILLA KITAEV - VOODOO



ANGELA SPICA - ENGINEER



CORE CONCEPTS OF A REVIVAL

The really very short version, I swear:

International Operations (IO) is a renegade covert intelligence organization fighting its own war for control of money and the future. It has turned its gaze on HALO, a tech corporation releasing devices into the public domain that are a little too far ahead of their time and a little too economically destabilizing. They attempt an assassination of its director, Jacob Marlowe, using IO killer Michael Cray. Marlowe's life is saved by an IO engineer, Angela Spica, who's been redirecting funds and resources to construct a

transkeletal multifunction drysuit: a full-body shell device that lives in her bones. The bleeding edge of secret IO tech, witnessed in the wild by hundreds of people in the middle of New York City at lunchtime. In 2017. Where everyone has cameras on their phones.

The apple cart is tipped over.

IO puts a Covert Action Team (CAT) into the field to find and end Angela Spica. They are intercepted by another CAT—one that IO has no files on. A Wild CAT.

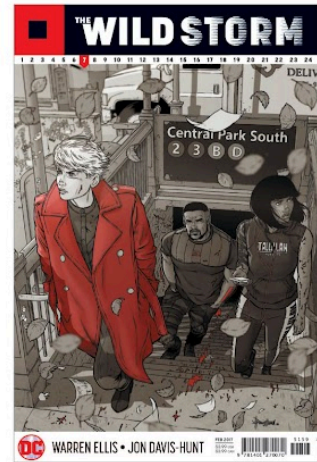
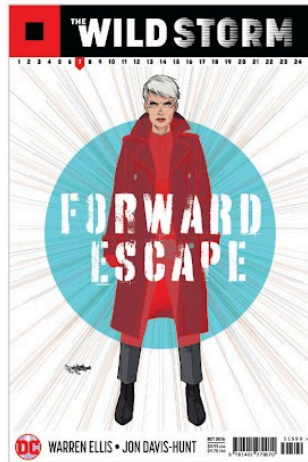
GROUPS AND SOCIETIES

All of these need a mission patch or other identifying symbols. Did you know that most "secret missions" in America get their own mission patch? And they're all insane pieces of design? Go search for Trevor Paglen's curation work sometime.

IO

International Operations: deep black, unchecked, American intelligence organisation. It maintains





Three initial trade dress concepts designed by Steve Cook. The red and black square is based on a maritime alert signal, warning of an approaching storm. Illustrations by Jon Davis-Hunt.

the façade of being funded through U.S. Government black budgets, but it's essentially a rogue actor at this point. Notable for its four-body strike units, known as CATs—Covert Action Teams. They think they have the run of the world.

HALO

A groundbreaking technological corporation: Apple plus Tesla plus science fiction. Run by the charismatic little person Jacob Marlowe as, publicly, an aspirational brand, and privately as what Marlowe calls "The Main Project"—a plan to change the world. He is folding [REDACTED] and hidden breakthrough human science into retail technology. The Main Project is to uplift human society: he's waited [REDACTED] years to raise humanity into [REDACTED] without seriously distorting their develop-

ment, and now is the time, before the planet reaches the tight spot in the Gaian bottleneck.

SKYWATCH

A secret space programme.

DESIGN

When Jim launched WildStorm, the look was best-in-class for commercial superhero comics—computer-assisted colour, pinsharp printing, great paper. We can't replicate that, and, frankly, I can't think of a technological way to top it. So let's try something else.

Stripped-down, stark and authentic.

Strongly typographic logos. Basing all the series logos on the same base font would give the line a subtle sense of visual co-

hesion. I understand Steve Cook is at DC these days, and he has a background in book design and music design, and I'm pretty sure we'd speak the same language on this.

Stripped-down—monochrome covers, even? Certainly nothing splashy—straight-up images of the cast, no more than three of them at any one time. Record covers, essentially.

We will also need a WildStorm mark, which I would like to be as neutral as, say, the BBC mark, a font-based piece, probably of the same family as whatever we start the series logos with.

No broken-out subheaders on the covers. (I realise DC has reasons to use them, but I don't feel like they have a place here.) ■



WILDSTORM and all related characters and elements © and ™ DC Comics.





DISCOVER HER PAST
AND FUTURE!

BATWOMAN

WRITTEN BY
**MARGUERITE
BENNETT AND
JAMES
TYNION IV**

ART BY
**STEVE
EPTING**

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FEBRUARY

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REBIRTH**

DC UNIVERSE REBIRTH

BATWOMAN

Characters from the Bat-family usually stick to the shadows, but this February Batwoman leaps into the spotlight in her new monthly series from red-hot writer Marguerite Bennett and superstar artist Steve Epting, who brings his talents back to DC for the first time in over 15 years.

After serving alongside Batman to train heroes Spoiler, Orphan and a reformed Clayface in the pages of DETECTIVE COMICS, Batwoman has a score to settle of her own. Having just overcome "The Night of the Monster Men" crossover event in the Batman titles, Kate Kane goes on an international hunt to find and destroy the manufacturers of Monster Venom, the toxic substance responsible for creating the creatures that terrorized Gotham City.

"There has never been a heroine I have loved more than Batwoman," said Bennett. "Her flaws, her ferocity, her struggle to rise above her own history and find a way to serve the greater good and those she loves—she's always cut me straight to the bone. To be a queer woman and to see a queer woman as not just a part but a pillar of the Bat-family was life-changing and inspiring, and gave me the courage to pursue this career in comics. The opportunity to add to Kate Kane's story and legacy is both an honor and a



sincere dream come true.

"Kate is going to be sent into places from her own dark past, into her lost years after being ejected from the American military and thrown into conspiracies and close quarters with rivals, friends, enemies and ex-lovers she thought would never come back to haunt her," teases the writer.

It's also a triumphant return for Epting. "I am very excited for the opportunity to work on Batwoman," said Epting. "I love the character design and how she fits into the whole Batman mythos, and I'm looking forward to the artistic opportunities the story will provide. Batwoman has a rich visual history and I'm thrilled to be a part of it!"

Don't miss BATWOMAN: REBIRTH #1 in February
and BATWOMAN #1 in March.

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SON OF ULTRON

"THIS FAN...
THIS MONSTER!"

